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ABSTRACT

Twenty-two games related to international affairs are described. The information given for each game includes: description, suggested grade levels for use, number of participants, playing time, cost, publication date, and publication source. Such topics as international conflict, cultural differences, past and present foreign policy, and international trade are included in the various games, however, they are appropriate for other related social science education situations. Age levels range from grade four through college levels. Three bibliographies of games and a list of major game producers are also included. (SLD)

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A DIRECTORY OF GAMES

Relating to

INTERNATIONAL AFFAIRS

Produced and Distributed

by

ASSOCIATION OF COLLEGES AND UNIVERSITIES FOR INTERNATIONAL-INTERCULTURAL STUDIES, INC.

For

Participants of the 1970 Institutes:

Lincoln, Nebraska
Oberlin, Ohio
Airlie House, Warrenton, Virginia
Hot Springs, Arkansas

COMPILATION AND COMMENTARY

by

PROFESSOR RON STADSKLEV

SP 000 837

NOTE: These games can be used in many cases for not only international and intercultural relations but other related fields in the social sciences

The items after the title are keyed as follows (wherever there is a blank it means the information is not known or in doubt):

1) Description
2) Suggested grade levels for use
3) Number of participants
4) Playing time
5) Cost where known
6) Publication date
7) Publication source

CALTECH POLITICAL MILITARY EXERCISE

Uses headlines as problem statements, national and international organizations, military and political figures with nations. This exercise focuses upon message forms, a control system, and conference arrangement. A crisis orientation underwrites participant diplomacy formulation and policy development.

2) Grade 11 - college
3) 20-40
4) 1-2 hours
5)
6)
7) Professor E.S. Munger, Division of Humanities and Social Sciences
California Institute of Technology
Pasadena, California

CONFLICT

A game of power and policy in the world today. The game seeks to induce from participants an understanding of international relations, the foreign policy process in different governments, and the implications of such decision-making for personal decision-making in later life. The teacher may select a game dealing with one of four "crisis" areas in the postwar world; the Middle East, the Caribbean, Southeast Asia, and Eastern Europe.

2) grade 9 - 12
3)
4)
5) teacher manual - $2.00
student manual .25
6) 1969
7) Lincoln Filene Center
Tufts University

CONFLICT

A futuristic simulation game based on the disarmament plan outlined by Arthur Waskow in "Keeping the World Disarmed." The conflict erupts in the year 1990 over a violation of a ten-year-old disarmament agreement.

2) grade 9 - college
3) 24-36
4)
5) $15.00 (experimental edition
6) 1970 (presently available to a few teachers on evaluation basis)
7) World Law Fund

CONFLICT IN THE MIDDLE EAST

The game consists of nine nations: the United States, the USSR, Great Britain, France, Israel, Egypt, Syria, Jordan, and Lebanon. The students are provided with a narrative representing the world setting and background of conflict in the Middle East. Each nation consists of five member teams.

2) grade 9 - 12
3) 18-45
4)
5) Teacher manual - $2.00
6 Student manual - .50
6) 1969
7) Lincoln Filene Center
Tufts University

CONFRONTATION: THE CUBAN MISSILE CRISIS

A multimedia package based on original Soviet and Cuban as well as American sources. Includes sound filmstrips, slides, reading, and a simulation exercise. The core of the program is a decision-making exercise built upon the principles of world order simulation. This exercise permits students to evaluate the options open to the protagonists in the confrontation and to participate in making the policy decisions so crucial to world peace.

2) grade 9 - 12
3) 12 - 30
4)
5)
6) 1970
7) School Marketing, Inc.
1414 Sixth Avenue
New York, N.Y. 10019

CRISIS

A simulation of international conflict in which students form teams of three to six players to manage the affairs of six fictional nations. The nations, which vary in overall strength and military capacity, are faced with the problem of resolving a tense situation in a mining area of enormous importance to the world. The national leaders can use written communication, and debate in the World Organization, and military force to achieve their ends. In general, the goals for all nations are to secure Dermatium (the element in the mines) for their people, to prevent destruction of their nation, and to bring about world peace. Obviously, they have problems accomplishing all of these. At regular intervals, the players learn the consequences of the decision which they are required to make during each period of the simulation. International alliances, world police forces, fact-finding commissions, and even summit conferences may be arranged, depending almost entirely on what the students want.

2) grade 7 - college
3) 18 - 36
4) 2 - 3 hours
5) $35.00 for 25 students kit; $50.00 for 35 students kit; sample kit $3.00
6) 1967
7) Western Behavorial Sciences Institute

CROSS CULTURAL COMMUNICATION SIMULATION

Designed to demonstrate the behavior of the stereotyped American in encounters with persons of other cultures.

2) College
3) 8 - 15
4) 3 - 6 hours
5)
6)
7) Human Resources Research Office
George Washington University
2029 G Street Northwest
Washington, D.C. 20006

CULTURE CONTACT

Brings out the misunderstandings and potential conflict when a trading expedition calls at an island inhabited by a pre-industrial society.

2) grade 5 - 12
3) 20 - 30
4)
5) $20.00
6) 1969
7) Abt Associates, Inc.

DANGEROUS PARALLEL

This foreign policy simulation is a series of crisis simulations developed to teach awareness of the factors which enter into foreign policy decision-making. The simulation is based on an historical case study in which players are cast as national decision makers of the competing countries. Negotiation sessions alternate with policy moves.

2) grade 10 - college
3) 18 - 30
4) 3 - 4 hours
5) $60.00
6) 1969
7) Scott Foresman Publishing Co.
College Division
Glenview, Illinois

GITHAKA

A culture-based learning situation treating the social system of the Kikuyus of Kenya. Participants, within clan units, seek pasture and cattle increase, as well as position within the clan based on socialization and norming within the Kikuyu value system, tribe and cultural norms.

2) grade 4 - 7
3) 10 - 30
4) 1 - 3 hours
5)
6)
7) Ed/Com Systems, Inc.
The Learning Center
Social Studies Department
Princeton, New Jersey 08540

GRAND STRATEGY

International relations and diplomacy in a crisis wartime situation, covering five years from 1914-1918. Players represent European nations and their objective is to achieve their nation's political aims at minimum military and economic costs. Nations form alliances and move army divisions and ships on an outline of the European continent. Although there is some historical accuracy, the outcome need not be the same as in 1918.

2) grade 9 - 12
3) 10, 20, or 30
4) 1 or 2 days
5) $15.00
6) 1969
7) Abt Associates, Inc.

INTERNATIONAL TRADE

Through simulation and role playing, participants in the game have a chance to observe, analyze and solve problems in a critical part of the economy. Players promote international satisfaction through balanced trade.

2) grade 11 - college
3) 6 or more
4) 3 - 6 hours
5) $.1.25 per student booklet
6) 1968
7) Science Research Associates

INTER-NATION SIMULATION

Several nations are represented. Each nation has five decision makers. A head of State oversees the activities of each nation, and a diplomat represents his country at meetings of the "International Organization." Four sub-units of the international systems, political, military, economic, and diplomatic are represented. Each nation tries to solve international crises, and at the same time improve their individual domestic and international position. The nations are programmed with varying economic and military power and operate under various domestic political systems. Resource allocation is a major decision-making problem.

2) grade 11 - adult
3) 18 - 40
4) 6 - 8 hours
5) $46.00
6) 1966
7) Science Research Associates

MIDDLE EAST SIMULATION GAME

Designed during the Clark Country workshop, sponsored by the Northwest Regional Education Laboratory, 1967. It is a typical internation simulation game involving the political, economic and military decision made by persons composing teams that represent various countries.

2) grade 9 - 12
3) 8 - 16
4) 3 - 8 hours
5)
6) 1967
7) (Developed by Bob Hibbard, teacher at Columbia High School in Vancouver, Washington.)

MISSION

As members of various factions that have arisen in America during our involvement in Vietnam, students research then argue the viewpoints of Hawks, Doves or Moderates. They interact while assuming various identities: Senators, college professors, college students, military leaders, the President and his press secretary. While pressure groups strive to gain major influence over the President's foreign policy decision, everyone faces the possibility of being drafted, wounded, and killed in Vietnam (or having one of these happen to a relative). Communication barriers, draft protests, prestige factors, popularity polls, and a national Presidential election - all coalesce during a crisis situation carrying America to the brink of World War III.

2) 9 - 12
3) classroom size
4) several weeks for entire unit
5) $10.00
6) 1969
7) Interact Company

PESO (Project Evaluation - A Simulation for Orientation)

Objective is to illustrate how government officials from Latin America approach international financial sources and present their requests for financing development projects in their countries.

2) adult
3)
4)
5)
6)
7) Developed by Abt Associates for Inter American Development Bank

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RAND POLITICAL GAME

A cold war simulation designed for the analysis of political and economic variables in terms of quantitative measures for the purpose of determining the value of alternative policies. Given a series of programmed alternatives and associated moves, players are required to make decisions in the light of established trade-offs and pay-offs.

2)
3) 3 - 18
4) 3 - 8 hours
5)
6)
7) Rand Corporation
Santa Monica, California

SIMULATION: THE DECISION-MAKING MODEL

This game is a simplified version of foreign policy making in the real world. Its purpose is to help the participant gain insight into the complex procedures of international relations and, hopefully, to introduce him to analytical tools to use in evaluating foreign policies in the real world. How a country makes decisions is the focal point of this game. In other words, when a country goes to war, we are concerned with the "decision" which was made. When a country makes a loan, someone makes a decision to lend the money. Why was a certain decision made? These decisions are made by designatable decision makers who set goals (long term and short term)

and select means taking into consideration the resources available, the responses of decision-makers in other countries and in his own.

2) grade 9 - 12
3) 20 - 60
4) 4 - 6 hours
5)
6) 1968
7) World Affairs Council of Philadelphia
John Wanamaker Store
13th and Market
Philadelphia, Penn. 19107

SIMULATING SOCIAL CONFLICTS

This series of simulations is designed to give one actual experience with sociological experimentation. The second simulation relates well to the question of international relations, at least in terms of an arms race and its consequences. It is called "Arms and Resources." The object of the game is to end up with as large a Resource Pile as you can.

2) grade 10 - 12
3) classroom size - played in pairs
4) 1 - 2 hours
5)
6) 1971
7) Developed by Sociological Resources for the Social Studies project at Michigan University. Will be published by Allyn Bacon. Some experimental editions available on field trial at project center.

STARPOWER

Especially designed to demonstrate the use and abuses of power. A low-mobility three-tiered society is built through the distribution of wealth in the form of chips. Participants have a chance to progress from one level of society to another by acquiring wealth through trading.

2) grade 9 - college
3) 18 - 48
4) 2 - 3 hours
5) $15.00
6) 1969
7) Western Behavorial Sciences Institute

TRADE AND DEVELOP

Simulates the process by which nations develop their economies through a series of economic decisions. Each player represents a country in an early stage of development. His goal is to give his country the highest possible standard of living, measured in "consumption credits." Players allocate their countries' labor and capital to three sectors of the economy: agriculture, consumer industry, and basic industry. Differences between countries in the productivity of each sector encourage trade. As capital is invested in each sector, that sector's labor productivity increases.

2) 6 - 10
3) 4 - 10
4) 1 hour

5)
6) 1970
7) Western Publishing Co., 850 Third Ave.
New York, N.Y. 10022

WAR AND PEACE: A SIMULATION GAME

As a model of international relations, the game can be effectively used to point out the condition of international anarchy that has been an important part of the affairs of people and nations throughout history. A fundamental pattern of international relations - the concept of balance of power - may also emerge clearly as a discovery of the students during the game. International relations terms come to be better understood in classroom action.

2) grade 7 - 12
3) 7 - 30
4) 2 - 5 hours

5) Free
6) 1966
7) In Social Education, November, 1966.

SOURCES - Simulation Games

Bibliographies:

Games for School Use
Board of Cooperative Educational Service
845 Fox Meadow Road
Yorktown Heights, New York 10398
Date: 1968 - Cost: $3.00

NOTE: They include many games such as monopoly and finance which are of doubtful significance. Annotated.

Instructional Simulation Systems
Oregon Continuing Education Press
100 Waldo Hall
Oregon State University
Corvallis, Oregon 97331
Date: 1969 - Cost: $6.75

NOTE: Includes a high percentage of entries from the military and business field. Annotated and includes bibliography of literature.

Bibliography of Simulations
Western Behavioral Sciences Institute
1150 Silverado
La Jolla, California 92037
Date: 1969 - Cost: $4.00

NOTE: Includes social systems simulations, models, techniques, language computer use as well as the regular educational simulation games. Annotated and includes bibliography of literature.

Major Producers:

Abt Associates, Inc.
55 Wheeler Street
Cambridge, Massachusetts 02138
Price range: Not for sale

NOTE: By far the largest developer of simulation games, however, they do not sell their games. They only develop them for other groups under contract arrangements.

Academic Games Associates
The Johns Hopkins University
3505 North Charles Street
Baltimore, Maryland 21212
Prace range: $ 3.00 - $35.00

NOTE: Has developed about eight different games. Most have strong sociological emphasis. As of fall 1969, their games will begin to be published by Western Publishing Company, 850 Third Avenue, New York 10022

Western Behavioral Sciences Institute
Dr. R. Garry Shirts
1150 Silverado
La Jolla, California 92037
Prace Range: $25.00 - $50.00 (Sample kits available for $1 to $3.)

NOTE: Has developed about six different games. Most of them involve a strong emphasis on group dynamics and human relationships. Also publishes an excellent newsletter at $5.00 per year.

Interact
Post Office Box 262
Lakeside, California 92040
Prace Range: $10.00 each.

NOTE: Has developed seven simulations designed as two to four week teaching units. Developed to produce student involvement and motivate students to do personal research. Most of them have strong historical emphasis.

Instructional Simulations, Inc.
2147 University Avenue
St. Paul, Minnesota 55114
Price Range: $28.00 to $160.00

NOTE: Has developed four simulations dealing with socio-political concepts.

Simulation Systems Program
Teaching Research
Monmouth, Oregon 97361
Price Range: Not available yet.

NOTE: Presently developing and field testing a series of 20 simulation games to be used in American History courses. They will send you a free newsletter that will keep you informed of their progress. They are also doing some interesting work in trying to analyze and evaluate the whole simulation movement including the use of simulation for training of teachers.

Science Research Associates, Inc.
259 East Erie Street
Chicago, Illinois 60611
Price Range: $1.25 to $145.00

NOTE: They were the first educational publishers to venture into simulation gaming with an international simulations game called Inter Nation Simulation. They also are producing a series of paper and pencil type games dealing with economics. They plan to enlarge their efforts in this area.

Scott Foresman
Glenview, Illinois
Price Range: $65.00

NOTE: They have now published the Foreign Policy Association's simulation game called "Dangerous Parallel." This is their first movement into simulation games.